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National History Day

12/14/2014

Annotated Bibliography

Primary

Taylorhatmaker. "Atari E.T. Dig: Alamogordo, New Mexico." Flickr. Yahoo!, 06 Nov. 2013. Web. 14 Dec. 2014.

This picture accurately shows what the boxes and cartridges went through when being thrown away and depicts what the people saw at the excavation earlier this year.

New York Times Staff, "Atari Gets 'E.T.' Rights"

This source was used to tell when they got the rights and when they made the announcement regarding it.

Secondary

Fulton, Steve. "Innovate, Kind Of Like You Did Last Year." Gamasutra. Gamasutra, n.d. Web. 14 Dec. 2014.

This source was used for a quote by Ray Kassir that stated how the developers were a dime a dozen. This quote fit perfectly with the context of the paragraphs before and after it.

Huether, Jim. "DP Interviews..." DP Interviews... Team DP, n.d. Web. 14 Dec. 2014.

This was used for the picture of Ray Kassar, Steven Spielberg, and certain developers at Atari.

This picture provided a concrete image of what the development labs looks liked and what the meetings usually looked like.

Smith, Matt, and Steve Almasy. "Searchers Unearth Grave of "E.T.," the Video Game Atari Wanted Us to Forget." CNN. Cable News Network, 28 Apr. 2014. Web. 13 Dec. 2014.

This source was used insight on Warshaw's thought on the whole E.T. ordeal and a quote stating he did the best he could and does not regret it.

"Famous Logos - Serving 64,173 Logos." Logo / Brand of Activision in Games. Famous Logos, n.d. Web. 14 Dec. 2014.

This source was used for the logo picture of activision in the 1980's. I used this picture on the "birth of activision" tab to help compliment the paragraph that talked about Activision.

"Shigeru Miyamoto." Nintendo. Wikia, n.d. Web. 14 Dec. 2014.

This course was used for the picture and quote by Shigeru. It helped compliment the Nintendo slide nicely and brought some good insight to why they should not have rushed E.T.

Hepworth, Matt. "ANGRY VIDEO GAME NERD: THE MOVIE TRAILER RELEASED." Are You a Cinedork Cinedorkcom RSS. Cinedork, 04 Dec. 2012. Web. 14 Dec. 2014.

I used this source for a picture of John Rolfe to help complement his quote that brought some nice insight to the way we think about E.T. and the way we play it.

Simmonds, Nic. "Ben." MyGaming News and Reviews. My Gaming, 10 Jan. 2012. Web. 14 Dec. 2014.

I used this source for a picture of Ben “Yahtzee” Croshaw to help compliment his quote on how third party developers helped cause the crash of the industry.

Sheff, David (1993). *Game Over*. New York: Random House. p. 349. ISBN 0-679-40469-4.

I used this source to get the date on when the NES was released and gained popularity.

"E.T." Zero Punctuation Wiki. Wikia, n.d. Web. 14 Dec. 2014.

This was used for a series of quotes by Yahtzee Croshaw and helped provide so much insight on the E.T situation and what made it such an important game.

"E.T.: The Extra-Terrestrial (1982)". Box Office Mojo. Retrieved February 5, 2009.

This source was used to find the budget and how much E.T made in the box office as to explain how much of a success the film was.

West, Scott. "Once Upon Atari--About Howard Scott Warshaw." Once Upon Atari--About Howard Scott Warshaw. Scott West Productions, n.d. Web. 14 Dec. 2014.

This was used for the picture of Warshaw and Spielberg to demonstrate what them meeting would look like and nicely compliment the paragraph that centered on Warshaw and Spielberg.

Next Generation Staff, "What the hell happened?"

This source was used for the total production cost of E.T, how much they paid for the rights to make the game, when and who they asked to develop the game, how much some games were being discounted and why, how much of a loss they netted, and the story about Kassar selling his shares and being investigated for insider trading.

Kent, *The Ultimate History of Video Games*, pp. 237–239.

This source was used for a quote by Ray Kassar saying how he thought E.T was a dumb idea, what Kent thought of the game E.T when using his thoughts for an example, and how most other companies like Activision, and Mattel all experienced a decline in profits following the crash.

Los Angeles Times Staff, "Many Video Games Designers Travel Rags-to-Riches-to-Rags Journey"

This source was used to find out why Warshaw took the job to create E.T in the first place and how he was compensated.

Warshaw, "Core Memory"

This source was used to find out what Spielberg wanted the game to be originally, why pits were introduced to the game at all, and how Warshaw felt about his creation.

Keith, Phipps (February 2, 2005). "Howard Scott Warshaw". A.V. Club. Retrieved September 24, 2009.

This source was used to see what Warshaw thought of the official accounts on the burying of cartridges, whether he expressed regret on his game or not, and why he went with his own vision over Spielberg's.

Billboard Staff, "Top 15 Video Games", Billboard Volume 95 Issue 1, p. 36

This source was used to tell how well it sold and how far up on the charts it was in terms of sales and for how long.

Buchanan, Levi (August 26, 2008). "IGN: Top 10 Best-Selling Atari 2600 Games". IGN. Retrieved September 21, 2009.

This source was used to tell how many copies the game initially sold and if Warshaw should be attributed to any of the blame or not.

Bruck, Master of the Game: Steve Ross and the Creation of Time Warner, pp 179-180

This source was used to tell exactly how many copies were returned or unsold.

Bowen, Kevin. "Game of the Week: E.T. the Extra-Terrestrial". Classic Gaming. Archived from the original on January 9, 2014. Retrieved August 18, 2014.

This source was used to find out what Kevin Bowen thought of the game and what was wrong with it.

Townsend, Emru (October 23, 2006). "The 10 Worst Games of All Time". PC World. Retrieved January 24, 2007.

This was used to see what Townsend thought on the game if he felt it was rushed or not.

"Five Million E.T. Pieces". Snopes. Retrieved July 1, 2006.

This source was used to find out what happened to Atari post-E.T and how much more they lost.

McQuiddy, "Dump here utilized."

Used to tell what happened when the games were dumped and how many semi-trailers were used in the process.

Cinemassacre. "E.T. Atari 2600 - Angry Video Game Nerd - Episode 120 (AVGN MOVIE SPOILER)." YouTube. YouTube, 10 Oct. 2014. Web. 14 Dec. 2014.

This was used in the process to determine how the game was played and what was completely wrong with it. It provided some useful insight on how this game wasn't all bad but still not that great. It also provided us with a great deal of quotes to use.

Croshaw, Ben. "E.T. "The Worst Game Ever" (Zero Punctuation)." YouTube. YouTube, 13 Aug. 2014. Web. 14 Dec. 2014.

This video provided countless quotes, pictures, and insight on the whole situation and what exactly happened when E.T was released. It provides a broad overview of the situation that anyone can process in a matter of minutes to see just how bad E.T was and how it messed up the industry.

Whitwam, Ryan. "Excavation of Atari E.T Game Cartridges given the Go Ahead | Games | Geek.com." Geek. Geek, 04 Apr. 2014. Web. 14 Dec. 2014.

This source provided us with a picture of E.T in gameplay and gave us a visual representation of how the pits looks and the player character.